Xtreme Legends™

Dynasty Warriors® 4

TEEN
T
CONTENT RATED BY ESRB

KOEI™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
  Never use solvents or abrasive cleaners.

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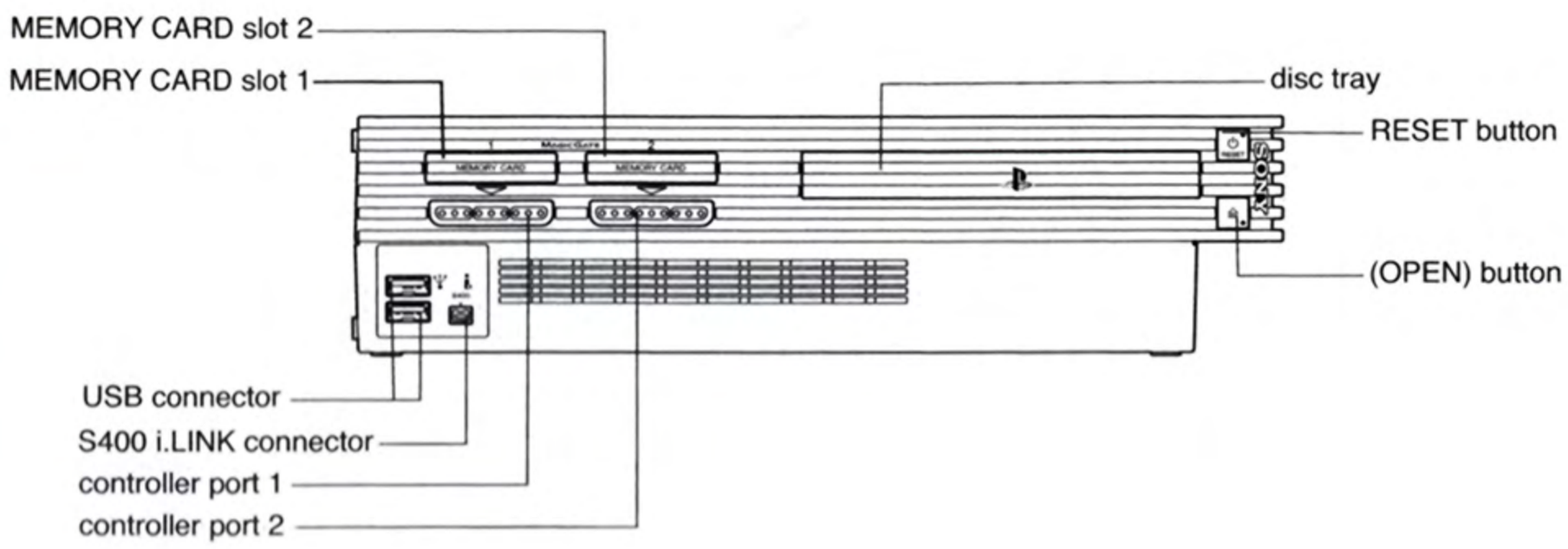
Produced by Omega Force

Manual Design: Jyun Matsui (Plus Plan)

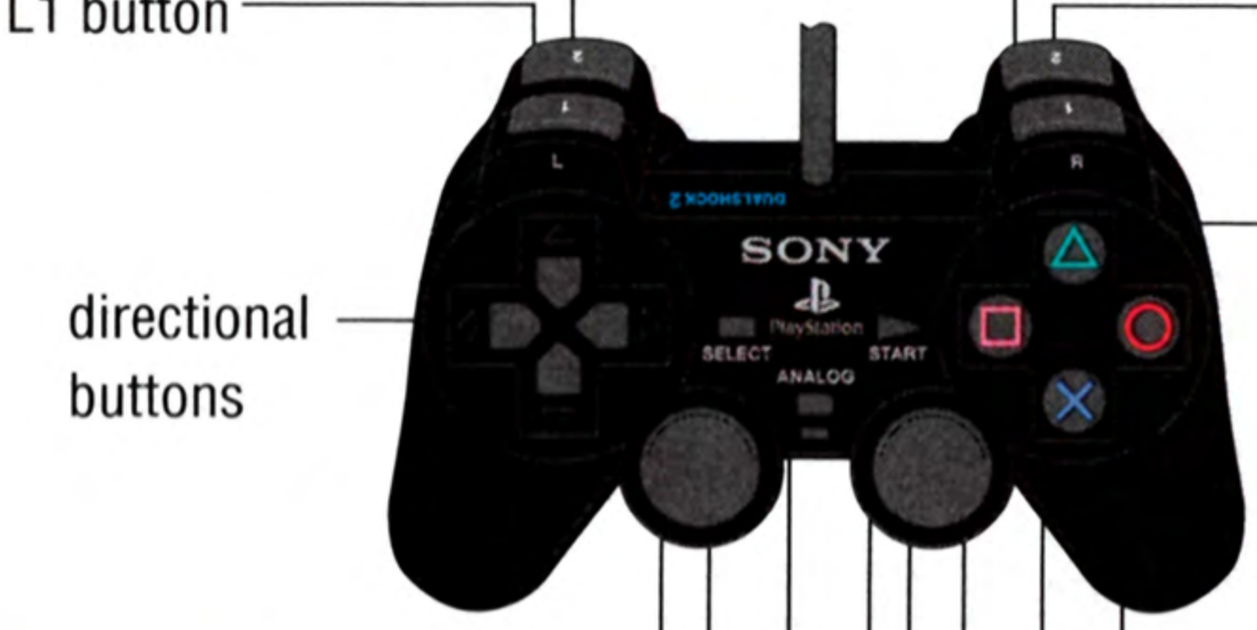
STARTUP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ***Dynasty Warriors®4 Xtreme Legends™*** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

For one player, connect the DUALSHOCK®2 analog controller to controller port 1.

L2 [L2 button]

Name/Life Display

Displays the name of character or particular troop type and remaining life.

➡P14

L1 [L1 button]

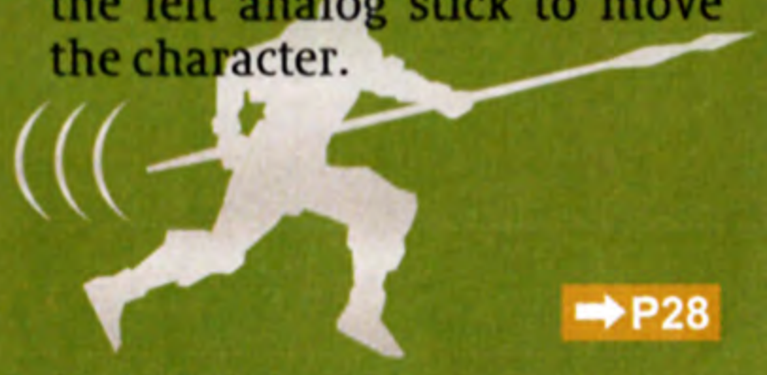
Guard ➡P36
Parry ➡P36
Shift Move ➡P28

When the button is pressed, the camera moves behind your character as he/she guards against frontal attacks. While guarding, press the △ button to deliver a counter-attack to the enemy directly in front of character. Hold the L1 button down and use the directional button or left analog stick to move character to move character to the side while keeping him or her facing forward.

[directional buttons /left analog stick]

Movement

Use the directional buttons or the left analog stick to move the character.



➡P28

SELECT [SELECT button]

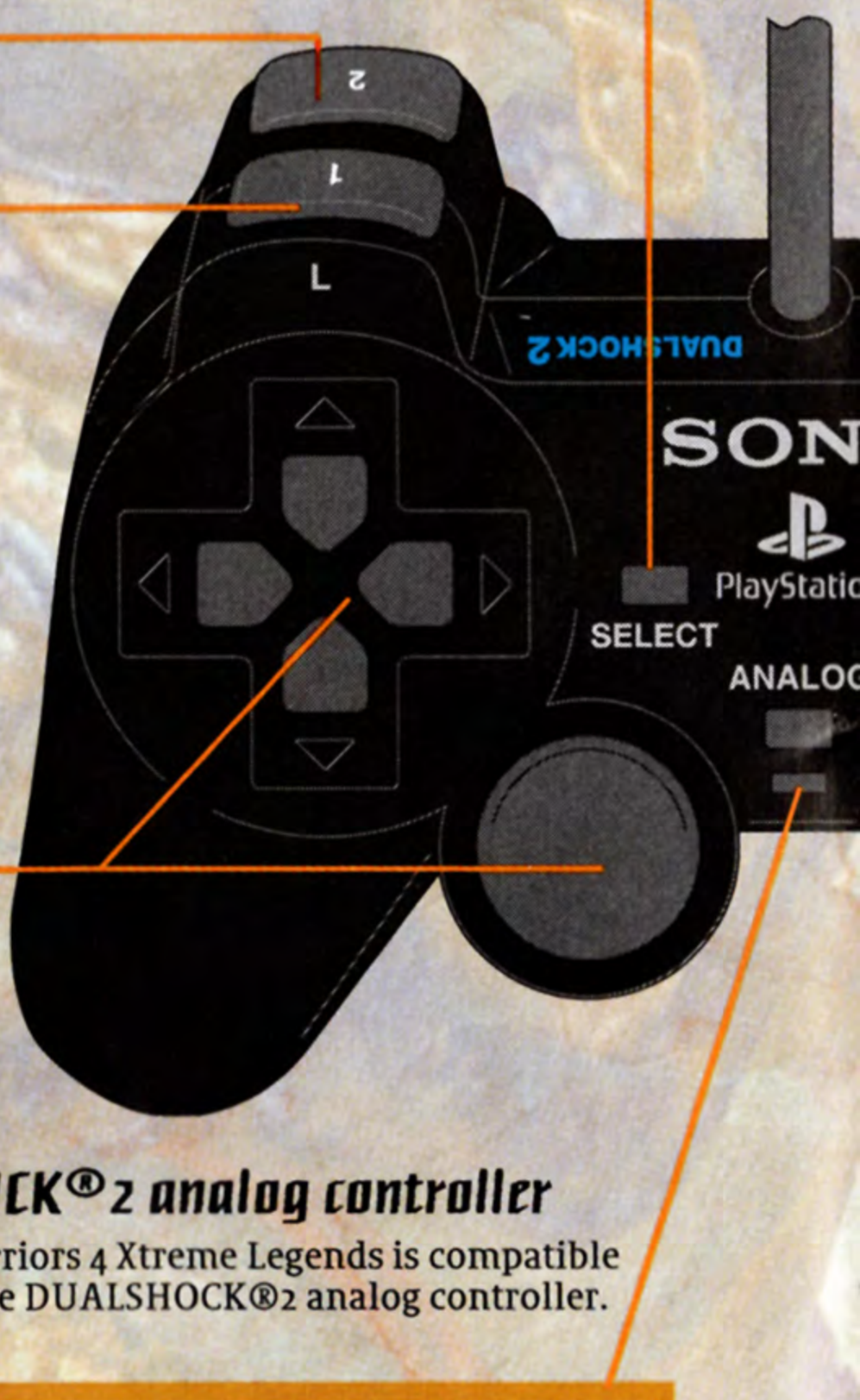
Change Bodyguard Orders

Change orders for the bodyguard unit.

➡P29

START [START button]

Pause/Display information screen ➡24P
Skip Event



DUALSHOCK®2 analog controller

* Dynasty Warriors 4 Xtreme Legends is compatible only with the DUALSHOCK®2 analog controller.

Vibration Setting

Set controller vibration ON or OFF under CONTROLS in the Option menu. When set to ON, the analog controller (DUALSHOCK®2 analog controller) will vibrate. The analog LED does not indicate the vibration setting.

➡P11

LED Display

The LED display is always red.

* Once you start the game, analog mode is set ON. Analog mode cannot be turned OFF.

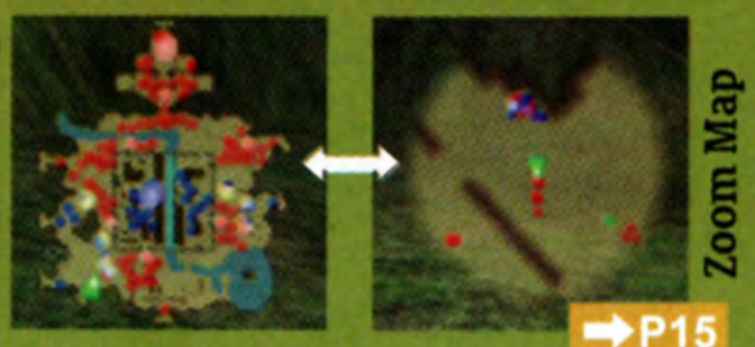
START button + SELECT button

Press the START button and the SELECT button at the same time to reset the game and return to the Main Menu.

R2 [R2 button]

Toggle Maps

Toggle between complete map and zoom map.



➡P15

R1 [R1 button]

Bow Attack

Hold down to raise bow.
Aim using the directional button or left analog stick and press an attack button (■, ▲, ● button) to shoot.
■button: Normal attack
▲button: Increase strength, stops enemy's forward movement
●button: Volley(can only be used when Musou Gauge is full)

➡P30

[■ button]

Normal Attack

Perform a normal attack. Press repeatedly for a combination attack of up to 4 to 6 hits.

➡P30

[▲button]

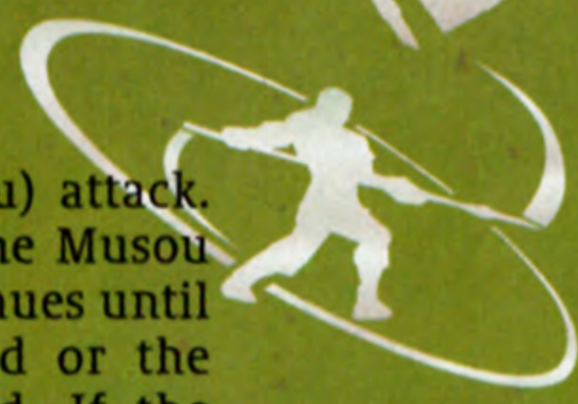
Charge Attack

Perform a charge attack. Charge attacks are unique to each character. Various moves can be performed when used together with normal attacks and/or jump.

➡P32

[●button]

Musou Attack



Perform a special (Musou) attack. Can only be used when the Musou Gauge is full. Attack continues until the ● button is released or the Musou Gauge is depleted. If the gauge is not full, holding button down will fill it.

➡P35

[R3(push down the right analog stick)]

Announce Yourself

When button is pressed, the character makes a threatening stance to startle surrounding enemies.

➡P37

[✕ button]

Jump ➡P28

Character jumps in the air.

(Standing beside a horse) **Mount** / (On a horse) **Dismount**

➡P29

*Also mounts and dismounts an elephant.

STARTING THE GAME

Starting the Game

Insert the game disc correctly to load the game.

Setting Up

Insert the "Dynasty Warriors 4 Xtreme Legends" disc. Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.
Once the game loads, the opening demo will begin. Pressing the START button during the opening, or on the title screen, will display the Menu Screen.
From the Menu Screen, select your desired play mode.

➡P8

* A memory card (8MB) (for PlayStation®2) with at least 150KB of free space is required to save the game. Please consult the appropriate manuals for further details on use of the memory card and the creation of free space.

Saving

Save a game in progress. When you save, you can continue where you last played.

Saving during Legend Mode

◆ After Completion ◆

Once you have cleared a legend and your results have been displayed, select YES when asked if you wish to save the game.

* Your officer data (abilities, Weapon Level) and items you have collected will be saved. The same officer data and collected items can then also be used in the Musou Mode and Free Mode (→P8).

◆ During Play ◆

Press the START button during a stage. When the info screen is displayed, select EXIT.
You can only have a single save during play at any one time. If you already have another Legend Mode, Musou Mode or Free Mode (→P8) save, it will be overwritten.

* If you then save after clearing a mode, a mid-way save will be deleted.

Saving during Xtreme Mode

◆ After Finishing Play ◆

Once you have finished playing, and after the rankings have been displayed, select YES when asked if you wish to save the game.

* Your officer data (abilities, Weapon Level) and items you have collected will be saved.

◆ During Play ◆

Select SAVE PROGRESS from the Menu. ➡P20

* You cannot save during a stage.
* When you load save data, it will then be deleted.

Saving Settings and Records

You can also save your option settings and records.
From SAVE/LOAD in OPTION, select SAVE. ➡P11

Loading

Load and continue a previously saved game.

Loading a Legend Mode Game

If you have previously saved data, the option CONTINUE will be displayed on the Menu Screen. Selecting this will allow you to resume your game.

Loading an Xtreme Mode Game

Select "Xtreme Mode" from the Menu Screen, and then select CONTINUE.

* When you load save data, it will be deleted.

Using Data from "Dynasty Warriors 4"

It is possible to load data (developed officers, items, original officers etc.) from "Dynasty Warriors 4" into "Dynasty Warriors 4 Xtreme Legends."
To do so, begin the game with the memory card (8MB) (for PlayStation®2) containing the "Dynasty Warriors 4" data inserted into MEMORY CARD slot 1. When asked if you wish to create data, select YES.
You cannot combine data with a prior "Dynasty Warriors 4 Xtreme Legends" save.

Game Modes

Select your desired mode from the Menu Screen.

new LEGEND MODE

Select an officer, and then play through a scenario specific to that character. ➡P16

◆ 2 Players ◆

1P and 2P can play cooperatively. 2P can press the START button when "2P PRESS START" is displayed in the top right of the screen to join in.

* Selecting "2P Quit" on the info screen before a stage begins will remove the second player.

new XTREME MODE

Battle through a series of short scenarios (Missions), aiming to progress as far as possible.

➡P18

* Characters use starting abilities only, although they can be developed in the normal manner during this mode. The only items available to you are those you have collected during this mode.

MUSOU MODE/ FREE MODE

Play the Musou Mode/Free Mode from "Dynasty Warriors 4." Can be played after loading data using the LOAD ORIGINAL option.
Please see the "Dynasty Warriors 4" manual for descriptions of the Musou Mode and Free Mode.

* A copy of the "Dynasty Warriors 4" game disc is required to play the Musou Mode and Free Mode.

LOAD ORIGINAL

Load data from the "Dynasty Warriors 4" disc in order to allow scenarios from that game (Musou Mode/Free Mode) to be played. ➡P10

VERSUS MODE

2 players fight it out, in one of four different stages.

* Characters use starting abilities only. Equippable items may not be used, and weapons are set to a maximum of 6 hits. Characters created in the Edit Mode may not be used.

CHALLENGE MODE

new

Using a previously saved character and weapon, aim for a record clear time or number of hits. ➡P23
There are 5 different courses to choose from, including the new "Arena" course, which consists only of duels.

* Equippable items and characters created in the Edit Mode may not be used.

EDIT MODE

Create your own character or bodyguard unit.

◆ Officer Edit ◆

Create your own character. ➡P12
You can create up to 4 different characters.

◆ Bodyguard Edit ◆

Create your own bodyguard unit. ➡P13
You can create up to 4 bodyguard units. There are 4 pre-made bodyguard units available by default.

ENCYCLOPEDIA

View a list of character descriptions, weapons and items you found during the Legend, Musou and Free Modes.

CONTINUE

Continue a previously saved game.
Only displayed if you saved the game in the middle of a Legend, Musou or Free Mode game.

Remixing with Dynasty Warriors 4

You can play Musou Mode and Free Mode in Dynasty Warriors 4 Xtreme Legends if you have the original Dynasty Warriors 4 disc for PlayStation®2.

* Do not press the RESET button or turn OFF the PlayStation®2.
* When prompted, only insert a Dynasty Warriors 4 disc for PlayStation®2.

1. Choose original scenarios	Choose LOAD ORIGINAL from the Main Menu.
2. Insert the Dynasty Warriors 4 disc	When prompted, press the OPEN button and take out the Dynasty Warriors 4 Xtreme Legends disc, and then place the Dynasty Warriors 4 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
3. Load scenario data	While loading do not take out the disc, or press the OPEN button.
4. Replace the Dynasty Warriors 4 Xtreme Legends disc	When prompted, press the OPEN button and take out the Dynasty Warriors 4 disc, and then place the Dynasty Warriors 4 Xtreme Legends disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Option

Set game options and configuration controller buttons.

* Items in red are default settings.

new SETTINGS

DIFFICULTY	Set game difficulty [BEGINNER/EASY/**NORMAL**/HARD/EXPERT]
	* Difficulty settings are available only for Legend Mode, Musou Mode, and Free Mode (→P8).
EVENTS	Event messages [**ON**/OFF]
	* Certain event messages will be displayed even when event display is set to OFF.

CONTROLS

VIBRATION	Turn vibration function [**ON**/OFF]
BOW CONTROL	Set targeting method for aiming a bow [NORMAL/**REVERSE**]
SETUP	Reassign buttons on game controller.

SOUND

SPEAKER	Set speaker output [**STEREO**/MONO]
BGM VOLUME	Set volume of background music [0-15]
SE VOLUME	Set volume of sound effects [0-15]
SOUND TEST	Listen to background music played during the game.

SCREEN ADJUST

Use the directional buttons to adjust the display position of the game screen.

*Press the START button to return the screen to the default display position.

SAVE/LOAD

SAVE	Save game options, records, and other game data.
LOAD	Load previously saved game data.

MOVIES

View movies shown during the game.

OPENING

Edit characters that appear in the opening sequence.

new ABILITY RESET

CHARACTER RESET	Return developed character abilities to default.
WEAPON RESET	Return Weapon Experience to default.
	* Default setting is not available in Xtreme mode.

Officer Edit

By choosing a name, appearance, and motion sequence, you can create your own character. Up to 4 characters may be created and saved.

1 Select a file

Choose an empty character file from 1 to 4. If you choose a file which already contains previously saved character data, the new data will overwrite the old data.

2 Enter name

Character names are limited to 8 spaces. Press the START button to confirm.

3 Choose a gender, model, and motion

Choose a gender (male or female), model (color and body parts), and motion (weapons change depending on motion).

* The model and motion will differ depending on the gender chosen.

4 Confirmation

The character's ability will be determined automatically, and a request for confirmation will appear on the screen. If you select YES, the character data will be saved. If you select NO, select what you wish to change, then select FINISHED.

* The character's ability can be different based on gender and motion.

ENTER NAMES

Select the letters to be entered by using the directional buttons to point to the desired letter on the list. After choosing the letter, press the ⊗ button. After entering a name, press the START button to confirm.

Bodyguard Edit

By choosing a name and model, you can create bodyguard units. Up to 4 units may be created. There are four pre-made bodyguard units available by default.

1 Select a file

Select an empty bodyguard unit file from 1 to 4. You can overwrite the new data on the old data.

2 Choose model

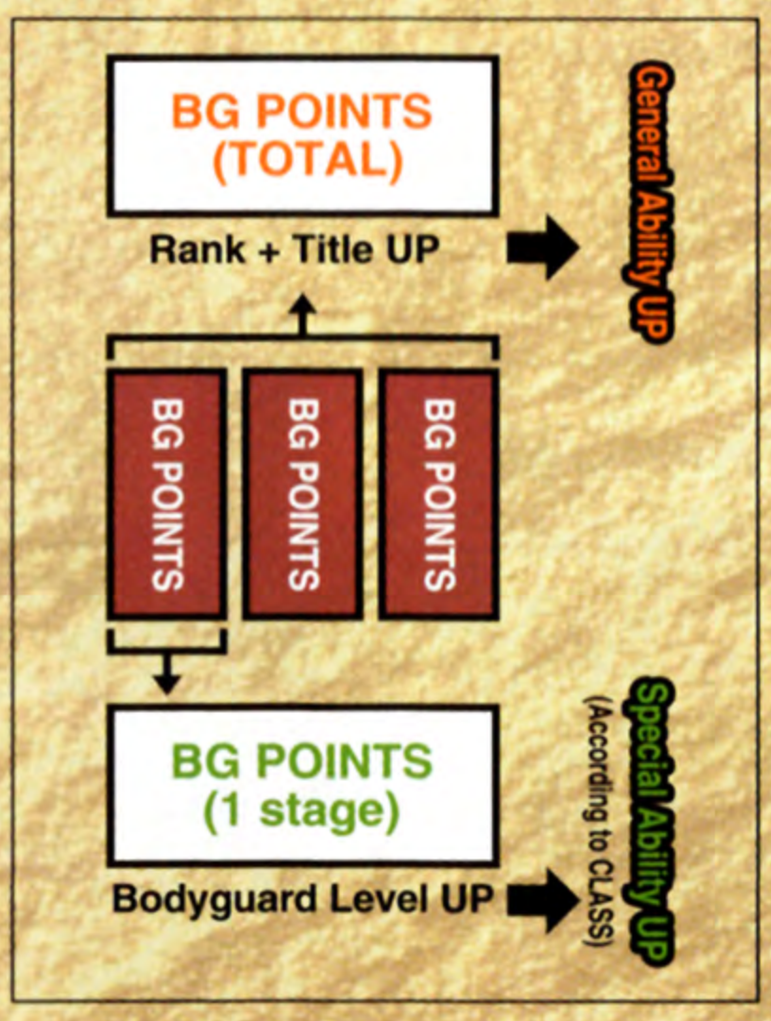
Select a model type (Normal Male, Normal Female and so on) for the unit.

3 Enter bodyguard unit name and unit member names

Bodyguard unit name and unit member names are limited to 8 spaces. Press the START button for confirmation. You can choose to keep the default unit member names.

4 Confirmation

A request for confirmation will appear on the screen.
If you select YES, the unit data will be saved.
If you select NO, you may select what you wish to change, then select FINISHED.



Fight and learn, my Bodyguards!

Bodyguard units, like player characters, will grow stronger as the game progresses. A Bodyguard unit's growth is decided by the number of BG (Bodyguard) POINTS, which is determined by totaling the K.O. COUNT and remaining life after clearing a stage. ➡P26

● Total BG POINTS
As BG POINTS accumulate, the bodyguard unit will rise in RANK and TITLE, and the unit's total ability will improve.

● BG POINTS in 1 stage
BODYGUARD LEVEL is determined by the number of BG POINTS acquired in 1 stage. If the number of BG POINTS exceeds the required number to increase the BODYGUARD LEVEL, certain abilities will improve according to the bodyguard unit's CLASS. CLASS is chosen in EQUIPMENT under SET BODYGUARDS.

Game Screen

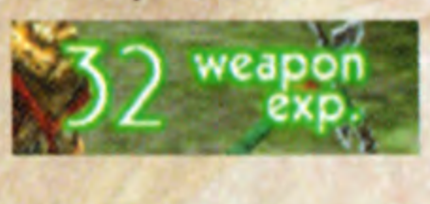
Enemy Information
Displays the name of the enemy officer/unit type and his/her morale (★). When there are many ★ icons, enemy morale is high. The number decreases when an enemy unit or officer is defeated.

Enemy Life Meter
Displays the remaining life of the enemy being fought. Decreases when the enemy character takes a hit. When the life meter reaches zero, the enemy is defeated.

COMBO
Number of hits in your attack. Shows 5 combo hits and above.

Weapon Experience
Displays Weapon Experience Points acquired. Displayed when enemy officers are defeated.

➡P26



Ability Bar
Displays length of time an item will increase an ability.

- : Offense x2 (30 seconds)
- : Defense x2 (30 seconds)
- : Speed up (30 seconds)
- : Musou Gauge Max (10-60 seconds)

Life Meter
Displays your character's remaining life. When you take hits, your life decreases and the bar changes color. If it reaches zero, the game ends.

Arrows (Maximum = 99)
Displays the number of arrows character currently has (starting number = 20). Arrows appear in game stages as field items.

Set Bodyguard
Displays bodyguard settings. Press the SELECT button to switch settings. ➡P29

- GUARD
- ATTACK
- WAIT

Musou Gauge
When full, your character may use a Musou Attack. ➡P35

Fighting Spirit
Player character's emotional state. When a character's life is low, it becomes a roaring flame.

Name/Life

Displays specific unit or character name and remaining life. Press the L2 button to display this information.

*Press the START button on the the Information Screen to switch to Information screen. ➡P24

Morale

Displays overall morale for both armies. Blue represents your army; red, the enemy's. Morale increases when the battle is going well for your force.

* Morale is not displayed in Challenge Mode.

Time Remaining

White/Red: Appears when the time remaining is less than 10 minutes. If it becomes zero, the game is over.

Blue: The time remaining in the stage. When time runs out, the game is over.

Map

Displays overall battle conditions and player's current location.
Use R2 button to toggle maps.

K.O. Count

Number of enemies defeated.

No Entry Mark

No advancement beyond this mark is possible.
If the mark forbids horses and elephants, dismounting will allow further advancement.

Battlefield Message

Displays messages as the battlefield conditions change. Target area on the map will be highlighted.

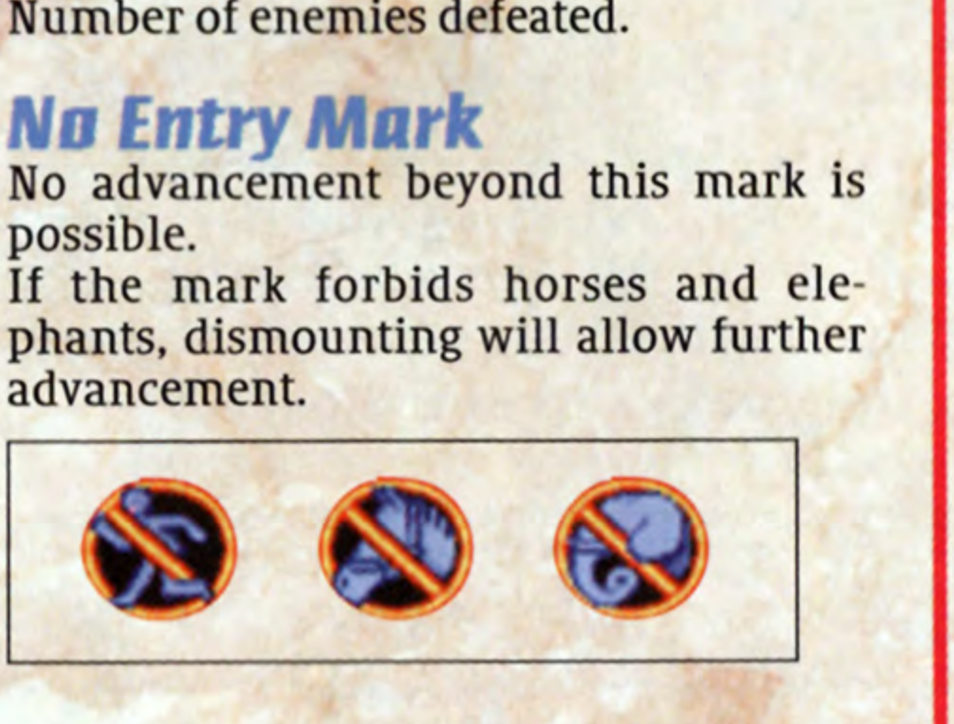
◀ Target area

Complete Map ← R2 → Zoom Map

- : Enemy
- : Ally
- : Battle Area
- : Player
- : Bodyguards
- : Steeds

* High-ranking officers are displayed more brightly.
* Commanders are displayed as flashing circles.
* Steeds only appear when HARNESS items are equipped.

2 Player Screen



In a 2 player game, the game screen is split horizontally.

➡P8

LEGEND Mode

Play through forty-two scenarios, each highlighting the exploits of a different character. Conquer them all and become a true legend!

A Multitude of Situations

The settings for each stage differ greatly. In some stages, you may have to fight without bodyguards, or you may not be able to equip items. In some, you will have to just survive for a certain amount of time.

A Rating for Performance

After clearing a stage you will be awarded a rating, based upon your performance.
There are four possible ratings – S, A, B and C. The rating that you receive is determined by the grade points you receive during the scenario. These points are received based upon your handling of certain aspects of each scenario, with 100 being the maximum.

After Clearing, Change Characters!

When selecting a scenario that you have already cleared, you can then change the character that you wish to use.

◆**Default Character**◆ Use the default character for this legend.
◆**Other Character**◆Use a different character.
◆**View Ending**◆View the ending of this scenario.

new Obtain The Mightiest Weapons!

If you clear a scenario, having fulfilled certain conditions, you can obtain Lv. 10 and Lv. 11 weapons. As well as further raising your attack, these weapons can use the powers of an orb even if your Musou Gauge is not at maximum. Furthermore, Lv. 11 weapons can be bestowed with the effects of certain special items (→p41), truly making them the ultimate weapons. The key to obtaining them lies in "Difficulty" and "Rating."

The Flow of Legend Mode

Select a Legend

Select an officer from one of the four forces, (Shu, Wei, Wu or Other.)

Select Items

Equip items from your collection

➡P24

! Note that items cannot be used during some scenarios.

Edit Bodyguards

Put together a force of bodyguards.

➡P25

! Note that bodyguards cannot be employed during some scenarios.

Check Objectives

➡P25

! These are different for every scenario, so be sure to take note of them.

Head Into Battle

➡P28

Defeat enemies to earn Game Points.
Use items to raise your abilities. ➡P39
Fulfill the victory conditions to win!

Stage Clear

➡P26

Check your performance and the experience gained on the results screen.
Save items and officer abilities.

Try Again

Repeat the same scenario, aiming to improve your rating.

! Once you have cleared a scenario, you can then use a different officer when playing it again.

Next Legend

Select a different scenario, and continue to carve out your own legend.

OBJECTIVES

Victory Conditions

These are different for every stage. Completing them will clear that stage.

Conditions for Defeat

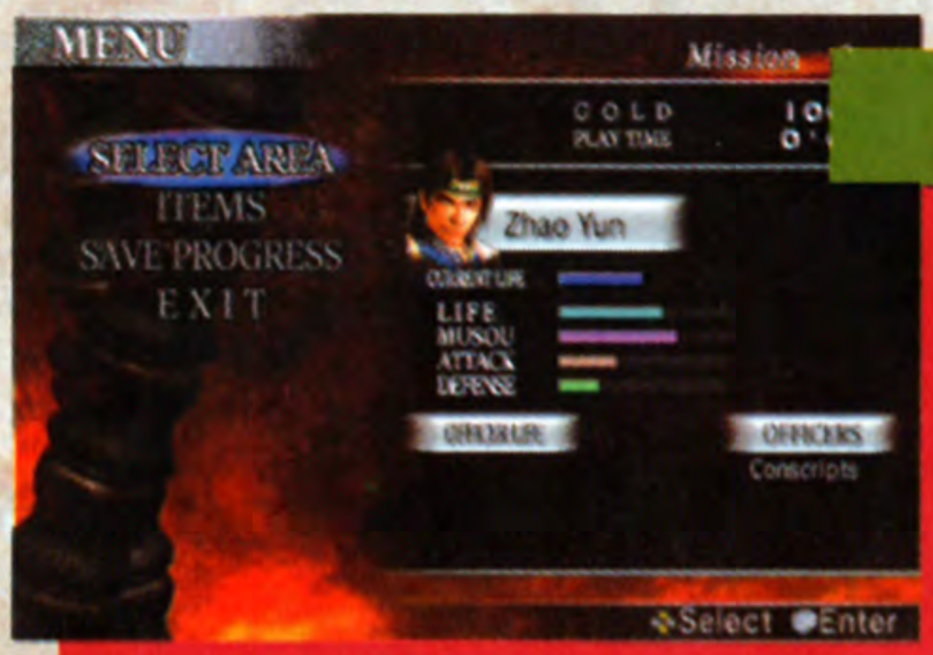
Under the following conditions, you will be defeated and your game will be over.

- **Your character is defeated (in a 2 player game, if either player is defeated.)**
- **Your force's commander is defeated.**
- **Special Conditions for defeat specific to the stage are met.**
- **The time limit for the stage expires.**

* There are some scenarios where the time limit expiring is a victory condition.

XTREME Mode

Fight through a progression of short scenarios.



The Goal of Xtreme Mode

Xtreme Mode pits you against a series of short scenarios, called Missions, and challenges you to clear as many as possible.
Selecting EXIT after completing a mission will display the ranking screen, and allow you to save your character's abilities, Weapon Experience and items.
If you are defeated during a mission, you may still appear in the ranking (depending upon your performance), but your experience and items will be lost.

The Rules of Xtreme Mode

Xtreme Mode is totally separate from the other game modes. The settings for relationships between forces and characters are also all entirely fictional.

◆Objectives◆

The conditions for victory are different for each mission. There are two conditions for defeat: 1) the character is knocked out, or 2) the time limit is exceeded. ➡P25

◆Abilities and Weapons for Xtreme Mode Alone◆

Your character's abilities and weapon start from the initial settings. Selecting EXIT after completing a mission will save your experience and items, and the next time you play, you can use your previously developed character. If you are defeated, you will revert to the previously saved state.

*The highest Weapon Level is 9.

◆Heal at the Shop◆

You can purchase items at the shop to heal yourself. You will find few healing items in the stages, and will get no life back for clearing a stage.

◆Equipment can be Carried Over◆

You can only equip items that you have collected in Xtreme Mode. By selecting EXIT after finishing a stage and saving the game, the items you have collected will then become yours, and will be available for use from the next time you play.
If you are defeated during a mission, any items you found since you last saved the game will be lost.

◆Purchase Items with Gold◆

Before starting the next mission, you can use Gold to purchase items.
Each officer starts out with some Gold. Also, Game Points and discarded items will be changed into Gold for you to spend.

The Flow of Xtreme Mode

Select an Officer

Select an officer from one of the four forces, (Shu, Wei, Wu or Other.)

2
AREA
Mission 1
Wu Zhang Plains
There is currently little information on this area.
EXCHANGE RATE 1.6
Yi Ling
Dian Chan is said to be in this area with some companions. It is said a supply unit is secretly moving goods here.
EXCHANGE RATE 1.7
Wu Territory
Lu Meng is said to be in this area with some companions. There are rumors that Tiger Amulet has been found in this area.
EXCHANGE RATE 1.0
Select Enter Back

Select Area ➡P20

Select one of three types of missions.

! Every 5 missions, a Kingdom Creation or Kingdom Defense Mission will occur.

Buy Items ➡P21

Buy items with your Gold.

! A chance to recover your your life.

Challenge the Mission

Do not forget to equip items before heading into battle. ➡P24

Try to fulfill the required victory conditions within the time limit.

! If you come to the aid of an officer, they may then join your cause...

Mission Clear

You will receive Gold based upon your performance.

! You will recover no life, even for clearing a mission.

Choose "Select Area" and move to a next mission.

Check the Ranking

If your life is too low to risk going on, select EXIT.

! This will save your character's experience and items.

Menu

This Menu Screen will appear between missions.

◆Select Area◆
Choose your next mission.

◆Items◆
Check items that you have gathered so far.

◆Save Progress◆
Save your progress and end the game. When you wish to continue your game, select CONTINUE when starting Xtreme Mode.

* A gameplay save is deleted after it has been loaded.

◆Exit◆
End play and display total results. You can then save your character, Weapon Experience, and all of the items you have gathered.

SELECT AREA
Mission
Xu Province
EXCHANGE RATE 3.3
Zhuge Liang has led troops into Zhao Yun's territory.
This will be a Kingdom Defense Mission.
Wu Zhang Plains
EXCHANGE RATE 1.9
There are many troops on guard in this area.
Han Zhong
EXCHANGE RATE 2.2
It is said a supply unit is secretly moving goods here.
There are rumors that Blast Orb has been found in this area.
Select Enter Back

Select Area

Select one of three missions. The difficulty level and items available in the shop are different for each mission.

◆Exchange Rate◆
After clearing a mission, your Game Points are exchanged for Gold. ➡P27
The higher the Exchange Rate for a mission, the more Gold you will receive for your Game Points, but the mission will be harder.

Blue :Allies
Red :Enemies
Green :Items etc.

:Own Kingdom
➡P21

Gold = Game Points x Exchange Rate

THE PRICE OF MEAT BUNS SOARS!

Each time you buy an item, its price will increase. If you only buy meat buns, it will become a very expensive item. Rather than relying upon buying healing items, try to avoid taking damage as much as possible.

SELECT AREA
Mission
Yi Ling
EXCHANGE RATE 3.4
The soldiers of this area are unhappy with their Prefect. This will be a Kingdom Creation Mission.
Han Zhong
EXCHANGE RATE 1.9
There are many troops on guard in this area. There is a large city here, with many travellers.
He Fei
EXCHANGE RATE 1.7
It is said a supply unit is secretly moving goods here. There are many troops on guard in this area.
Select Enter Back

Kingdom Creation/Defense Missions

◆Kingdom Creation Mission◆

Every five missions, you can select a Kingdom Creation Mission.
Successfully clearing a Kingdom Creation Mission will allow you to take that kingdom as your own. The prices will then be reduced in the shop for any mission that occurs within your kingdom.

* You can only rule one kingdom at a time.

◆Kingdom Defense Mission◆

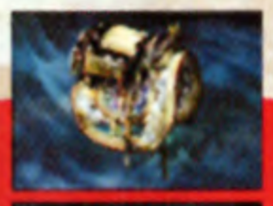
When you are ruling a kingdom, every five missions a Kingdom Defense Mission will occur. If you complete this mission you will then continue to hold your kingdom, but if you select a different mission then your kingdom will fall.

* If you lose your kingdom, you can regain control or take another kingdom by completing another Kingdom Creation Mission.

Buy Items at the Shop

After selecting your area, you can buy items in the shop. Select EXIT to proceed to the mission.

Items for Sale

	Item Name	Starting Price	Effect
	**Plain Harness**	50	Begin mission mounted on a horse
	Bandits	500	Hire a bandit unit (remains even after clearing mission)
	Meat Bun	600	Recover 50 life, effective immediately
	Zhao Yun	900	Ask Zhao Yun to join you (remains even after clearing mission)
	Bronze Sword	1000	Raises attack by 1, effective immediately (remains even after clearing mission)

* As well as those shown here, there are many other items for sale.
* All prices are the starting price for that item.

Officers and Bodyguards

On some occasions, other characters may join you during a mission. You can also use Gold at the shop to have officers join you, or to hire the services of a bodyguard unit for your next mission. However, if they are defeated they will not appear again.

◆Number of Followers◆

You can have up to three characters and three bodyguard units at any one time. If you have fewer than three characters or bodyguard units due to their being defeated in battle, you are allowed to gather new followers.

◆Healing Other Officers◆

Buying healing items from the shop will heal your companion officers.

* If you obtain healing items in a stage, life of your bodyguards and companion officers won't be healed.

ZHANG FEI GOES TO THE XTREME!

Zhang Fei – "It's nice to just strike out alone sometimes! So, my first mission is to subdue some bandits, eh? No problem!"

Zhang Fei – "Ah! The bandit boss! Time for a well placed charge attack!"

Zhang Fei – "What?! ...My weapon is at level 1... so I can only perform up to 4 normal attacks?!"

Bandit – "An opening!"

Zhang Fei – "You wretch! Come on, come on!"- Mission Clear!

Zhang Fei – "I can't believe I had trouble beating a couple of bandits! Still, I got plenty of Gold. Now, time to spend some!"

Shop Keeper – "Please, my Lord, take your time."

Zhang Fei – "Right, then I'll take this item to raise my abilities, and regain some of my strength... hold on, I have not recovered any life!"

Shop Keeper – "I think that maybe you should have bought a meat bun."

Zhang Fei – "You could have said something sooner! I have no Gold left now... Well, I'll just have to find one on the next stage!"

Zhang Fei – "I'll use a combo to make a meat bun appear... just... like... so!"

Soldier – <croak>

Zhang Fei – "Nothing! Even using a combo gets me nothing!"

Guan Yu – "Can anyone hear me? I require assistance!"

Zhang Fei – "Impossible! My brother, surrounded?! Well, no need to worry now that I am here! Come on, come on!"

Guan Yu – "I shall join you, in the name of honor!"

Zhang Fei – "Brothers united, victory shall be ours!"- Mission Clear!

Zhang Fei – "I am starving. Finally, time to get that meat bun!"

Shop Keeper – "So, that will be one meat bun, I take it?"

Guan Yu – "Wait, Zhang Fei! Look there!"

Zhang Fei – "What is it? What?"

Guan Yu – "A chance to join with Liu Bei! Shopkeep! Here is all our gold!"

Shop Keeper – "Very good, sir. I shall arrnge it immediately."

Liu Bei – "My brothers! Let us walk the path of virtue together!"

Zhang Fei – "My... my meat bun..."

And thus, Zhang Fei's journey continues...

CHALLENGE Mode

Aim to set a new record for speed or number of K.O.'s over a series of courses. You can use characters you have developed in other modes. However, you cannot equip items, or use characters created in Officer Edit mode.

ENDURANCE

Defeat as many enemies as you can, until your life runs out.

Time Limit: 90 min.

TIME ATTACK

Race to defeat 100 opponents as fast as possible.

Time Limit: 30 min.

BRIDGE MELEE

Cast as many attackers from the bridge as you can, within the time limit.

Time Limit: 10 min.

DEMOLITION

Race to break as many boxes and weapons as you can within the time limit.

Time Limit: 3 min.

new

ARENA

Win as many duels as possible. There is no time limit for each duel.

Time Limit: None

Challenge the World with a Ranking Password!

If you set a new record in Challenge Mode, you can use the displayed password to rank yourself against other players on Koei's Internet Ranking. For more information, visit :

www.dw4xl.com/

* Website content may be changed or discontinued without prior notice.

GAME INFORMATION

Information Screen

The Information Screen appears at the beginning of each stage or when the START button is pressed during game play.
In the Information Screen, the player can equip items and bodyguards, view various unit info, and prepare a battle strategy.

Ally　Ally Stronghold　Player

Enemy　Enemy Stronghold　Steed (when HARNESS items are equipped.)

Prepare for a battle

Here, you can equip your character for battle, confirm weapon info, and set up bodyguard units.

EQP　Unable to equip items

GRD　Unable to set up bodyguards

◆Weapon Info◆

Display information on your character's weapon. Weapons are fixed to each character.
During battle, by acquiring Weapon Experience, your character's Weapon Level (Lv.) will increase. The higher the Weapon Level, the higher the Attack, and the number of possible Combos increases.

◆Equip Item◆

Choose items for your character. ➡P40
There are three kinds of items you can obtain: HARNESS, ORB and SPECIAL. You can equip only one HARNESS and one ORB at a time. The number of usable SPECIAL items depends upon the level of your character. Characters at higher levels may use up to 6 items.

HARNESS　ORB　SPECIAL

◆How to use items◆

Select an item type, and then select a slot where you will equip the item. Next, choose an available item.

◆Set Bodyguards◆

Set up the bodyguard unit that will serve your character on the battlefield.

- ❍ UNIT(1/2/3/4)
- ❍ NUMBER(0-8 bodyguards)[1]
- ❍ CLASS(Sword/Spear/Pike/Bow/Crossbow)[1]
- ❍ COLOR(Auto/Blue/Red/Green/Purple/White/Yellow)[2]

[1] NUMBER and CLASS are determined by the amount of BG Points acquired.

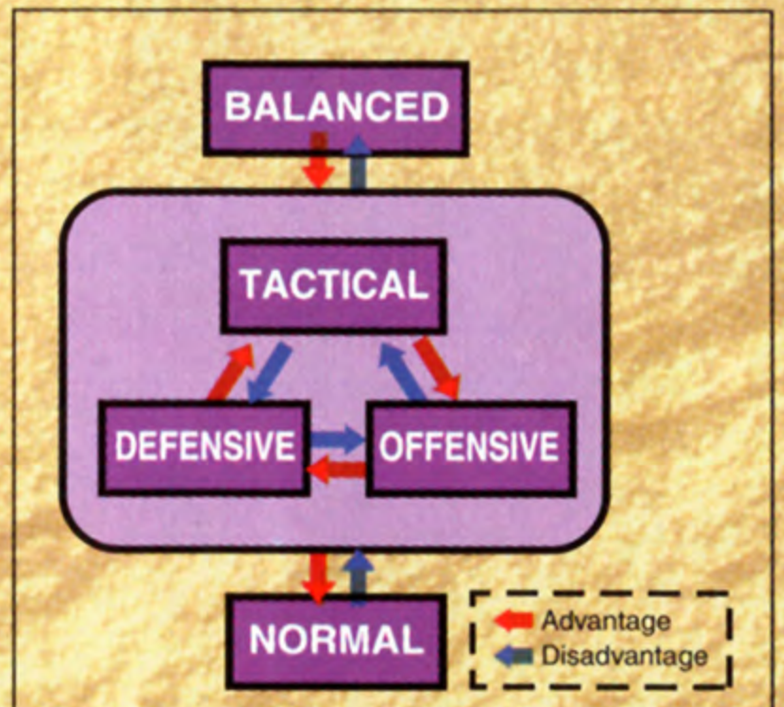
[2] When Color is set to Auto, the color of your character's force is automatically chosen. The number of colors available increases when certain conditions have been met.

Objectives

Displays the current stage's conditions for victory or defeat.

Unit Info

Displays info about ally and enemy units on the battlefield. Select a unit to view detailed information. If you press the ◉ button when a unit is selected, you can see the current position of the officers in that unit.



EVERY STRATEGY HAS ITS ADVANTAGES AND DISADVANTAGES

- Each force advances according to its commander's strategy.
- Each of these strategies may be advantageous or work as a disadvantage with other strategies. TACTICAL works well against OFFENSIVE.
- OFFENSIVE works well against DEFENSIVE, and DEFENSIVE works well against TACTICAL.
- Furthermore, BALANCED works well against any strategy, while NORMAL fares poorly against all of them.
- Morale and troop numbers are the largest factors for victory in battle, but if these are equal on both sides, then the strategies can affect the tide of battle.

Results

Items Found

If you collected any items during the stage, this screen will display your acquired items.
When an acquired item is of the same type as another item or items, the most powerful item is kept, and the other items of the same type are discarded.

* If you did not collect any items, this screen will not be displayed.

Points

Enemies defeated, officers defeated, your clear time and your bonus will determine your Game Points. Once your Game Points exceed a certain level, your Rank will increase. The number of items you can equip, and the number of available character models, will increase as you move up in Rank.

* Character models can be changed by pressing the ◉ button at the Character Select screen.

Weapon Info

Displays Weapon Experience and the current status of your weapon.
Once your Weapon Experience exceeds a set amount, your Weapon Level will increase. With an increased Weapon Level, your weapon's Attack and the possible number of attacks in a Combo will increase.

◆Receive Weapon Experience for...

1. Defeating enemy officers
2. Landing a charge attack on an enemy officer
3. Hitting an enemy officer with an 8 hit combo or higher

Bodyguard Report (Legend Mode)

Displays the performance of your bodyguards, and the Bodyguard Points you have received. ➡P13
Once your bodyguard points exceed a set amount, your bodyguards' "Rank" will increase, along with their status and the number of soldiers in the unit. More types of troops will also become available.

* If you do not have bodyguards at the start of a stage, this screen will not be displayed.

Rating (Legend Mode)

Based upon your performance, you will be given a rating. From highest to lowest, the ratings are: S, A, B, and C. ➡P16

Gold (Xtreme Mode)

Game Points and unwanted or discarded items are converted to Gold, and then added to your Gold Total.

◆Gold for Items◆

When an acquired item is of the same type as another item or items, the most powerful item is kept, and the other items will be exchanged for Gold.

EDIT THE OPENING

Selecting OPENING from OPTION allows you to edit the opening of the game. ➡P11

Opening Edit

First, you must select the officer you wish to remove. Use the up and down directional buttons to select a scene (from 1- 12) and press the ⊗ button to confirm your selection.
If a number of officers appear in that scene, use the left and right directional buttons to cycle through the officers, and then press the ⊗ button again to confirm your selection.
Next, select the officer you wish to insert using the directional buttons and press the ⊗ button to confirm your selection.
Press the START button to play your edited opening. Press the △ button to exit.

Variations

Selecting a different opening will change the force that appears in the opening. Selecting "Use Edited Content" will allow you to select and use your edited opening.

Repeat

Turn repeat ON and the opening will run repeatedly after selecting PLAY.

Play

Plays the opening selected under VARIATIONS. Press the START button to end playback.

BATTLEFIELD CONTROLS

Movement

Move

Left analog stick/directional buttons

Character moves in the direction the directional button is pressed.

* You may use either the directional button or the left analog stick for all controls in this section.

Shift Move

L1 button + left analog stick

Character moves while always facing forward. Hold the L1 button down and use the left analog stick to move character in the desired direction.

* Best used when surround by enemies or trying to attack a specific enemy. Shift can also be used while mounted on horse or elephant.

Jump

⊗ button + left analog stick

Press the ⊗ button to jump. Use the left analog stick at the same time to jump in a particular direction. The height of the jump depends on how long the ⊗ button is held down.

* Character cannot jump while mounted or using a bow.

Mount/Dismount

⊗ button (next to or on top of a horse or an elephant)

When character is next to a horse, press the ⊗ button to mount. When mounted, press the ⊗ button to dismount. If the horse is running when you dismount, the character will jump off.

* Moving around the battlefield is much faster on horseback. Horses with high abilities can charge and knock down low-ranking soldiers.

Use the same controls to mount or dismount an elephant.

* Though riding an elephant is not as fast as using a horse, they can trample enemies in their path and cause massive damage. In addition, there are some objects which can only be destroyed by an elephant.

Change Bodyguard Orders

SELECT button

Use the SELECT button to change the orders for your character's bodyguards.

GUARD: Protect the player during battle

ATTACK: Attack the enemy aggressively

WAIT: Gather at one spot and wait for further orders

PUT YOUR BODYGUARDS TO GOOD USE!

Normally, you should set your bodyguard orders to GUARD so that they will stay close by and protect your character. However, using the ATTACK order may be good if you want them to gain experience. The WAIT command will make your bodyguards stay in one place. It is useful when you don't want them involved in a fight.

Attacks

Normal Attack

□ button

Attack with a normal blow.
Press repeatedly to perform a consecutive attack of up to 4-6 blows.

* A quick attack, useful when the enemy is close or your character is surrounded. Number of consecutive attacks is determined by the weapon's Attacks rating.

Dash Attack

□ button (while running)

Attack with a forward thrusting motion.
Effectiveness and type depend on character.

* Can be used after running 6 steps or more. Use to charge into an enemy unit.

Bow Attack

R1 + □/△/○ button

While holding down the R1 button, use the left analog stick to take aim and fire using an attack button.

- □ button: Normal Bow Attack
- △ button: Takes slightly more time, but hits with more strength and paralyzes enemy
- ○ button: Fire shots in rapid succession (Only works when Musou Gauge is full)

* Arrows are necessary to use Bow Attack. Characters begin game with 20 arrows and can carry a maximum of 99. Find arrows as items in each stage.

* When aiming at enemies in the distance, the screen will zoom-in for a closer view of the target.

Jump Attack

■ button (while jumping)

Hold down the ■ button while jumping to perform a jump attack.

* When timed right, a jump attack can be used to dismount enemies from their steeds. It is also an effective way to escape when surrounded.

Jumping Charge Attack

△ button (while jumping)

While jumping, press the △ button. Upon landing, character will immediately do a charge attack. Effectiveness and type depend on the character.

* Particularly effective when facing a large number of enemies in an open area. Be careful, as on the way down the character will be virtually defenseless.

Mounted Horse Attack

■/△/● button (on horseback)

Attack while on horseback.

■ button: Normal Attack
△ button: Charge Attack
● button: Musou Attack (Musou Gauge must be full)

Mounted Elephant Attack

■/△/● button (on an elephant)

Attack while on an elephant.

■ button: Knock over an enemy
△ button: Shake the ground, stopping enemy's movement
● button: Charge enemy and trample them underfoot (Musou Gauge must be full)

Charge Attack

△ button

Perform a powerful attack unique to each character.

* Combine with normal attacks to produce various kinds of combo attacks. Find out which charge attack each character can do!

Zhao Yun

Invincible charge into enemies.

Ma Chao

Place the spear in the ground and attack the enemies around you.

Huang Gai

Prepare an explosive. Continue holding down button to throw.

Normal Attack 1

Throw the enemy into the air.

Follow up with more blows while the enemy is in the air.

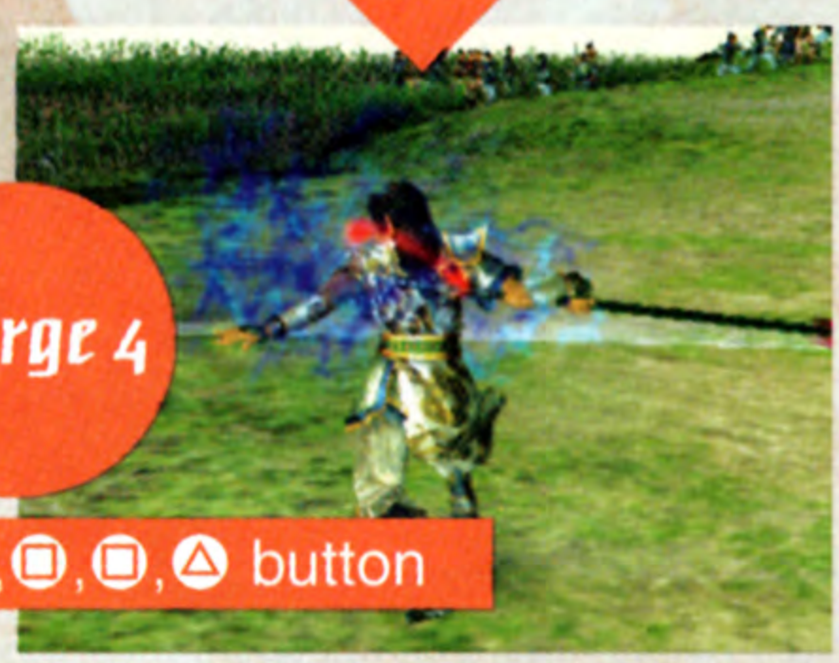
Normal Attack 2

Normal Attack 3

Charge 3

Add a Rushing Attack at the end.

Charge 4



Blow away the enemy and inflict massive damage.

Press the △ button repeatedly.*

*Weapon Attacks must be at least 5.

Use charge techniques for elemental attacks!

Using a Charge Attack will have an additional effect when the following conditions are met:

- An ORB item is equipped.
- The Musou Gauge is full.

Effects depend on which ORB item is equipped. The effect occurs automatically, and the Musou Gauge is unaffected. ➡P40

Normal Attack 4

□,□,□,□ button

Normal Attack 5

□,□,□,□,□ button

Normal Attack 6

Charge 5*

□,□,□,□,△ button

Throw the enemy high into the air!

Press the △ button again.

*Weapon Attacks must be at least 5.

Charge 6*

□,□,□,□,□,△ button

Execute a powerful attack unique to each character.

Press the △ button repeatedly for a character-unique attack.

*Weapon Attacks must be above 6.

WATCH OUT FOR OFFICERS WITH HIGH MORALE!!!

Some characters radiate energy from their bodies, indicating that they have extremely high morale. In this state, their offense and defense abilities are increased. Watch out! They appear normal, however once your allies are in danger, they may increase their power.

Musou Attacks

Musou Attacks can be used when the Musou Gauge is full. The Musou Gauge is charged when the following occurs:

- Character does damage to an enemy.
- An enemy inflicts damage on the character.
- Character's Life Meter becomes red.
- The ◉ button is held down.

* When the Musou Gauge is full, the character's hands glow.

Musou Attack

◉ button

Use the character's special technique to attack.
As long as the ◉ button is pressed down, the attack will continue until the Musou Gauge is depleted.

* Enemy attacks will not affect the character during his/her Musou Attack. Use this attack to stop an enemy combination attack or when surrounded.

True Musou Attack

◉ button (while Life Meter turns red)

A more powerful Musou Attack.
As long as the ◉ button is pressed down, the attack will continue until the Musou Gauge is depleted.

* A True Musou Attack is more powerful than a Musou Attack. When your character's Life Meter is low, the Musou Gauge charges quickly, so don't hesitate to use it!

Double Musou Attack

◉ button (when playing in 2Player Mode)

The most powerful Musou Attack.
When Player 1 and Player 2 are within a fixed distance of each other and both use a Musou Attack at the same time, it turns into a Double Musou Attack. During 1 Player mode, a Double Musou Attack can be performed after certain conditions are met.

* When two characters are within a certain distance from each other, their bodies will radiate a certain light. That is the go sign for a True Musou Attack. All that is left is the timing!

Defense

Guard

L1 button

Guard against frontal attacks.
When the L1 button is pressed, the viewpoint shifts behind character. Hold down the L1 button to continue guarding.

* Also guards against bow attacks. Can be used to change character's viewpoint while moving or in a crowded battlefield.

Parry

△ button (while guarding)

Knock away an enemy attack.
While using L1 button to block an enemy attack directly in front of you, time it right and press the △ button to have your character push back the enemy.

* A successful parry will inflict damage to the enemy, but failure will make your character vulnerable to attack.

Somersault

L1 button (while in air)

Regain control after being thrown into the air by an enemy attack. Press L1 button while the character is in the air.

* If the somersault is successful, your character will land upright and be able to attack immediately. However, there are some attacks after which a somersault is impossible.

When you can't move...

When your character is immobilized after taking a hit, repeatedly press directional buttons (L1 button and L2 button) or any attack buttons (not the START button or SELECT button). Your character may recover faster.

Weapon deadlocks

If your character and an enemy soldier are equal in strength and your weapons deadlock, press the ● button repeatedly. If you win the deadlock, the enemy will be in a vulnerable position. If you lose, your Musou Gauge will be completely depleted.

Other Techniques

Announce Yourself

R3 button (push down the right analog stick)

Announcing yourself can threaten and startle the enemy. Push down on the right analog stick to announce yourself. Works even if the character is on horseback, but doesn't work if on an elephant.

* Announcing yourself takes the enemy off their guard, so be sure to follow it up with an immediate attack. However, announcing yourself leaves your character vulnerable to attack, so make sure to leave plenty of room between yourself and the enemy before doing so.

Accept Duels

⊗ button

Accept the challenge of an enemy officer to a duel.
Duels may become available after certain stage conditions are met, or when certain conditions are met between the player character and the enemy officer. To accept the challenge, press the ⊗ button, and the duel will begin.

* Whether a duel will occur between two characters depends on the "relationship" between the two combatants. The more two characters dislike each other, the more likely it becomes that a duel will occur. The results of a duel affect relationships between characters, so it is possible to develop a heated rivalry.

Duel Rules

When you accept a duel, the game will switch to the "Duel Screen," and a one-on-one contest between you and the enemy officer will begin.

- **Winning Condition for the Duel**

Both combatants begin with equal life, and the character who reduces the other's life to zero within the time limit wins the duel.
If both combatants are left standing after the time expires (45 seconds), then the duel ends in a draw.
If you win or if the duel ends in a draw, the game resumes where it left off before the duel. If you lose the duel, the game is over.

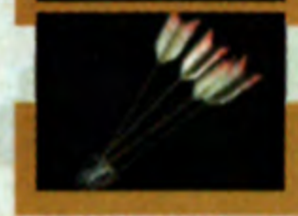
- **If you win the duel**
  - **The morale of your allies will increase.**
  - **You can obtain items to increase your basic ability.**
  - **Extra points are awarded when the stage is cleared.**

* During the duel, you can obtain higher Weapon Experience Points than normal battles.

Field Items

Various items appear on the field during the course of the game. Pick them up to heal your character or improve his/her abilities.

Recovery ..... Takes effect immediately

	Meat Bun	Life +50
	Meat Bun x2	Life +100
	Meat	Life +200
	Whole Chicken	Full Life Recovery
	Wine	Musou Gauge recovers to MAX
	Ointment	Life & Musou recover to MAX
	Quiver	Arrows +10

Temporary Ability Boosters ..... Effects last for a set time

	War God's Axe	Attack x 2 (30 sec.)
	War God's Armor	Defense x 2 (30 sec.)
	Speed Boots	MAX movement speed (30 sec.)
	Imperial Seal	Unlimited Musou Attacks (10 sec.)
	??	Unlimited Musou Attacks (60 sec.)

ITEMS APPEAR WHEN...

Items usually appear when your character:

- Destroys boxes or vases
- Defeats enemy leaders

Items will disappear eventually if not collected, so be sure to pick them up in time.

Ability Boosters ..... Effect lasts even after the stage ends

Attack

Bronze Sword	Attack +1

Iron Sword	Attack +2

Silver Sword	Attack +4

Gold Sword	Attack +8

Defense

Footsoldier's Shield	Defense +1

Nobleman's Shield	Defense +2

General's Shield	Defense +4

Emperor's Shield	Defense +8

Others

Dim Sum	Life MAX+10

Musou Wine	Musou MAX+10

Treasure Box	Equippable Items ➡P40

Equippable Items

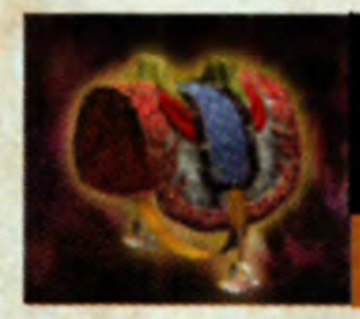
Find Treasure Boxes during stages and obtain the items within. Doing so may increase your character's ability or give him/her special abilities. There are three types of equippable items: HARNESS, ORB, and SPECIAL.

Harnesses

(Only 1 harness can be equipped)

Your character begins a stage mounted on a steed.

*** Other items of this type can also be found (if certain conditions are met).**



Red Hare Saddle

Begin stage mounted on Red Hare

Hex Mark Saddle

Begin stage mounted on Hex Mark

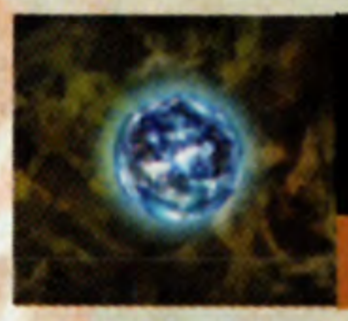
Orbs

(Only 1 orb can be equipped)

Adds a special effect to character's attack.
Effects increase with higher levels (Lv. 1-4).

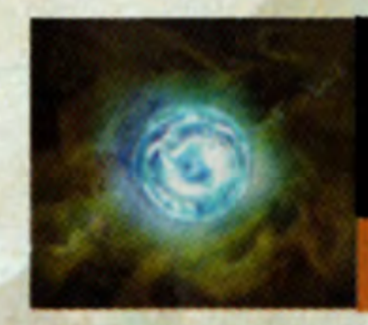
Fire Orb

Adds special fire attack



Ice Orb

Adds a special ice attack



Lightning Orb

Adds special electrical attack

Blast Orb

Adds special blast attack

Vorpal Orb

Adds special vorpal attack

Poison Orb

Adds special poison attack

Elemental Attacks

It an Orb is equipped and the character's Musou Gauge is full, a Charge Attack will have an additional effect, depending on the Orb type. ➡P33

Fire	Inflicts extra fire damage.
Lightning	Lightning strikes surrounding enemies.
Vorpal	Delivers extra damage, occasionally causing instant death.
Ice	Freezes enemy, causing temporary paralysis.
Blast	Powerful attack that cannot be guarded against.
Poison	Enemy receives more damage when poison is in effect.

Special Items
(1-6 items can be equipped)

Increase character abilities or add new abilities. Effects increase per level (Lv. 1-20).
* Other items can also be found (if certain condition are met).

Peacock Urn
Increases Life Gauge

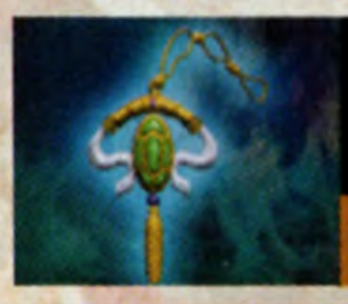
Nanman Armor
Increases defense against bow attack

Dragon Amulet
Increases Musou Gauge

Horned Helm
Increases Mounted Attack

Tiger Amulet
Increases Attack

Cavalry Armor
Increases Mounted Defense



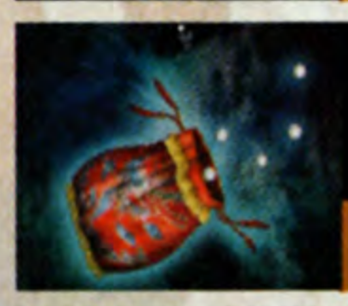
Tortoise Amulet
Increases Defense

Seven Star Sash
Increases Luck

Speed Scroll
Increases Speed

Elixir
Musou Gauge fills faster

Wing Boots
Increases Jump ability



Herbal Remedy
Increases Charge Attack

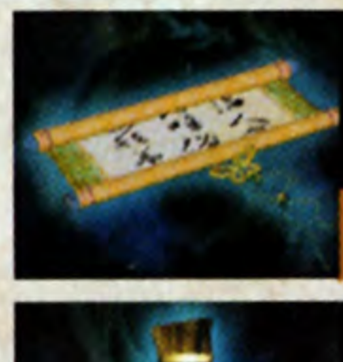
Huang's Bow
Increases Bow Attack

???

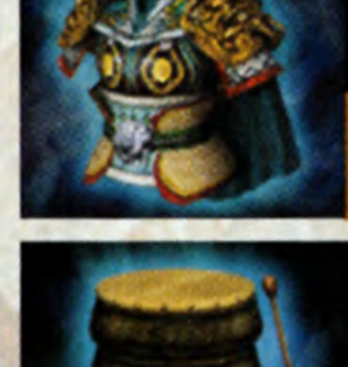
new Special Items
(1-6 items can be equipped)

These are new special items in Dynasty Warriors 4 Xtreme Legends.
* Other items can also be found (if certain conditions are met).

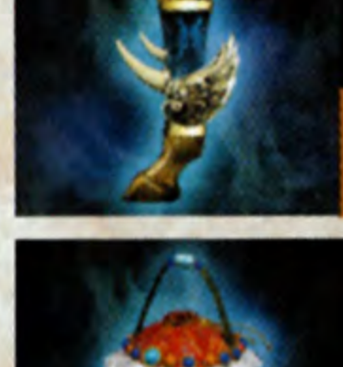
Power Rune
Attack increases, but defense decreases



Code of Chivalry
No time limit for duels

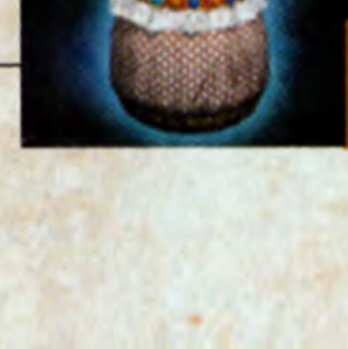


Musou Armor
Wearer not stunned by bow attacks



Horseshoes
Enemies receive more damage when hit by a horse

War Drum
Allied Morale goes up easier



Meat Bun Sack
Meat Buns appear more frequently

HINTS & TIPS

LEGEND MODE

Effective Officer Development!

◆Using Items

Upon defeating certain officers, weapons, shields or other items can appear. Collecting these will raise the abilities of your officer. You can also get equippable items from Treasure Boxes. However, you will only find out the contents of the box once you clear the stage. You can then equip new items for the next stage.

◆Using Game Points

You receive Game Points for clearing a stage. Once these points exceed a set amount, your officer's rank will increase.

Collect that sword and increase your attack!

Master the Combo!

If you combo five or more hits then the combo counter will appear on the screen. Practice your moves with the aim of creating higher combos.

◆Using Game Points

Hit a normal enemy with a 16 hit combo or higher and they will drop either a "Meat Bun" or "Arrows." Fall back on this if your life is low.

◆Increasing Weapon Experience Points by Combos

Landing an 8 hit combo or higher on an enemy officer will give you Weapon Experience Points. If you also then go on to defeat them, your weapon will level up a lot faster.

Start from a charge attack and then lead into a Musou Attack!

Put Your Bodyguards to Work!

◆Bodyguard Life Recovery

When you pick up a life recovery item, your bodyguards' life recovers, too. Even if your Life Meter is full, your bodyguards may be struggling. Make sure to heal them as well.

◆Careful Use of Bodyguard Orders

Pressing the SELECT button will change your bodyguards' orders. If they are not in the thick of the fighting, then they will not receive as many Bodyguard Points. Keep an eye on their location and their orders, and try to keep them in battle at all times.

Be sure to keep an eye on your bodyguards life, as well as your own!

Getting a High Rating

◆Think About the Scenario

Your Grade points are not based on just one factor.
Try as many different styles of play as you can - defeating as many enemies as possible, or finishing the mission as fast as you can, and so on. Paying close attention to the victory conditions and any events that occur during play may also help.

◆Difficulty is also a Factor

When aiming for a high rating, game difficulty also comes into play. Challenge yourself by raising the difficulty in the Options Menu!

Not quite there! Aim for the S Rating!

Gather Equippable Items!

◆Accumulate Gradually

Equippable items carry over to your next game. So, one possible tactic is to start out by gradually building up collections of items. If you find an especially useful item, use the EXIT command to add it to your collection.

◆The Further You Go, the Better the Items...

The more missions you clear, the better items you will find. Also, better items are more likely to appear during Kingdom Creation or Kingdom Defense Missions. However, you should go into them aware that these missions also tend to have a much higher difficulty level.

You will only find out what is inside once you clear the mission.

Shop Wisely

◆Abilities Raising Items

Items that raise your abilities, such as "Dim Sum" and the "Bronze Sword," will remain in effect for that entire game. So buying them as early as you can will bestow their effects upon you for the maximum number of missions.

◆Healing Items

Each time you buy a healing item, its price will increase. Try to plan for the long term, and only buy items that will heal the amount you have been damaged. For instance, don't bother splurging on an ointment until your Life Meter has developed and you are in dire need of it.

You will be wasting that meat bun just to heal a small amount of damage.

The Call to Arms!

◆Gather Trustworthy Companions!

If you aid officers during a stage, they may then join you. However, you can only have a maximum of three companions at once. Keep an eye out for worthy officers.

◆Develop Your Companions Too

The abilities of a character raised in Xtreme Mode will increase when another officer joins you. What is more, your companions will also gain more life as they complete missions. Be sure to keep an eye on your companion's life, and buy ample healing items to prevent your developing companions from being defeated.

Sometimes, you will find that your companions are stronger than you are!

Actions and their Outcomes

◆Betrayal...?

During a mission, you may sometimes be requested by one of your allies to perform a certain task. If you do not wish to perform this task, for whatever reason, you may end up on opposing sides. If faced with this situation, it is best to bring the friendship to a close, and attack as soon as possible.

◆The Path of Good or the Path of Evil?

Your actions will go on to affect subsequent events. Constant pillaging or a string of inhumane acts may lead to you making some unexpected, and unwanted, enemies.

Attacking your allies can quickly turn them against you.

NOTES

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